

The **ULTIMATE**

Dragon Booster

Scrapbook

**Release
the Dragon!**

ISBN 078683770-5



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The ULTIMATE
Dragon Booster
Scrapbook

by James Gelsey

Created by
Kevin Mowrer
Rob Travalino



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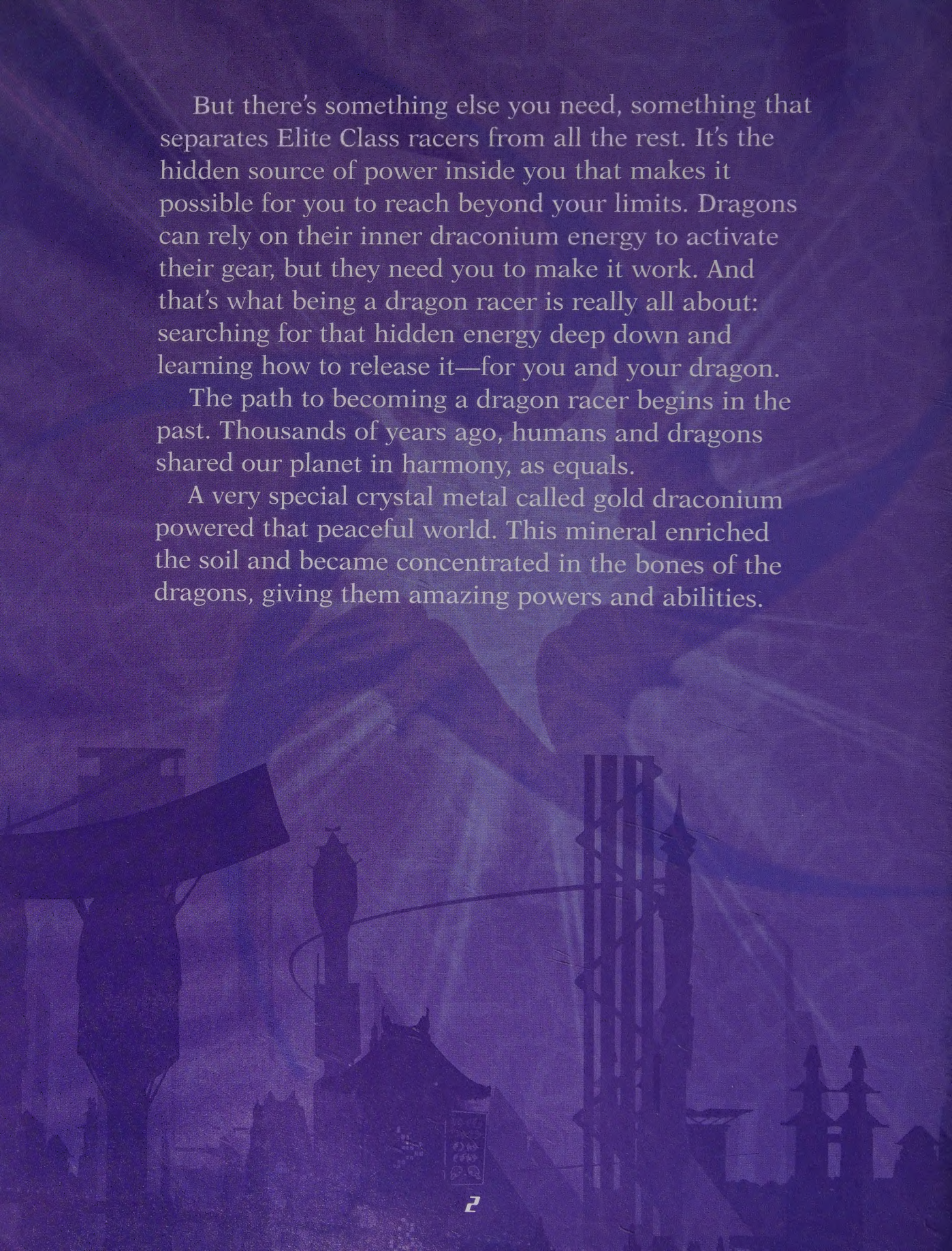
ISBN 0-7868-3770-5

Visit www.dragonbooster.com

Do you want to know all about being a dragon racer?

Well, there's a lot more to it than just using drac racing gear and riding a dragon going almost two hundred miles an hour. When you and your dragon race, you need to be real partners out there, so you'd better be on good terms. Not only that, it takes years of training to become an Elite Class racer, the best of the best. You have to understand how the different dragon colors and gear energies match up, and practice your racing and battling skills.



The background of the page is a dark, atmospheric illustration. It depicts a city at night with various architectural structures, including a tall, spiraling tower on the right and a large, dark structure on the left. In the sky, a large, dark dragon is visible, breathing a stream of fire. The overall color palette is dark, with shades of blue, purple, and black, creating a mysterious and dramatic scene.

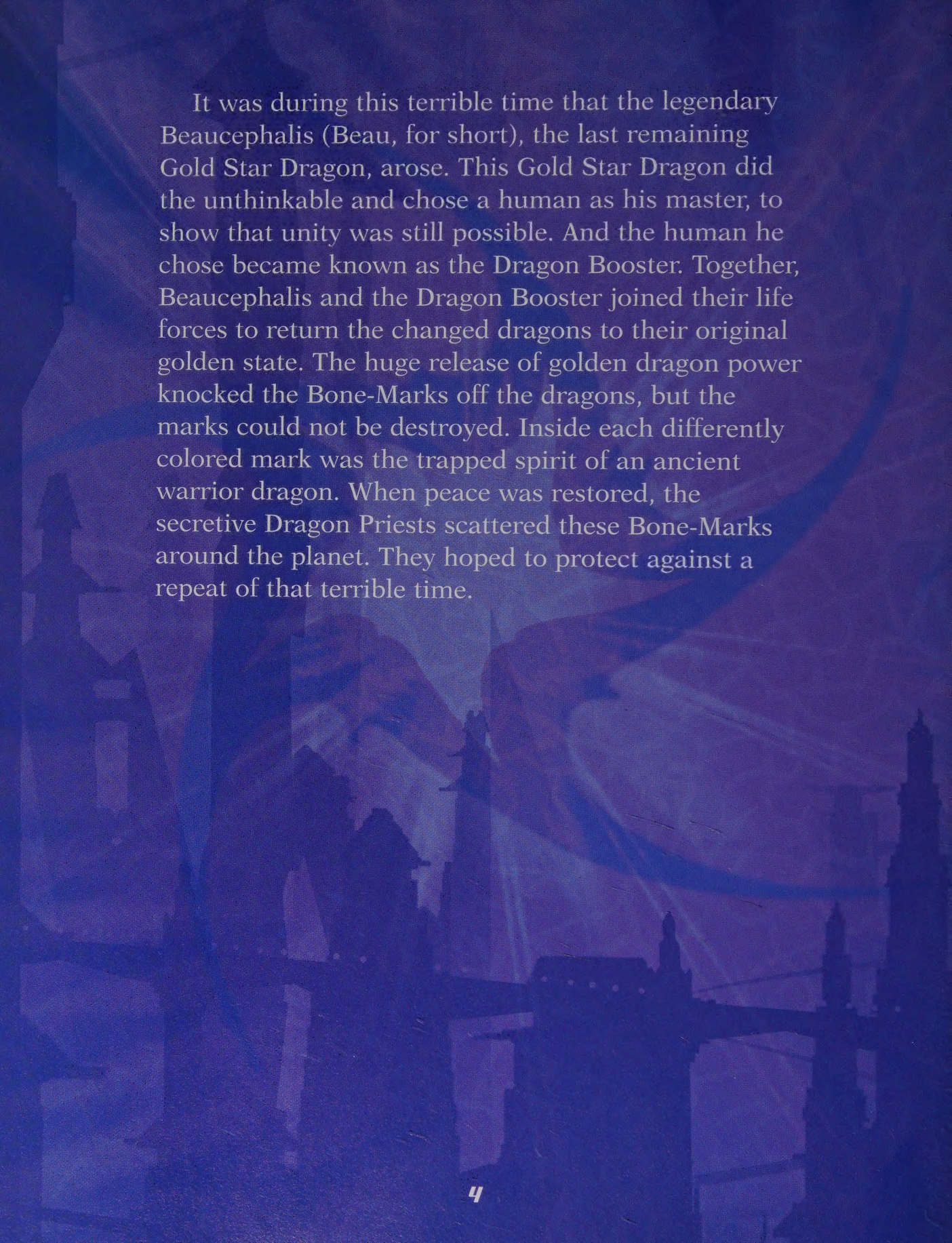
But there's something else you need, something that separates Elite Class racers from all the rest. It's the hidden source of power inside you that makes it possible for you to reach beyond your limits. Dragons can rely on their inner draconium energy to activate their gear, but they need you to make it work. And that's what being a dragon racer is really all about: searching for that hidden energy deep down and learning how to release it—for you and your dragon.

The path to becoming a dragon racer begins in the past. Thousands of years ago, humans and dragons shared our planet in harmony, as equals.

A very special crystal metal called gold draconium powered that peaceful world. This mineral enriched the soil and became concentrated in the bones of the dragons, giving them amazing powers and abilities.

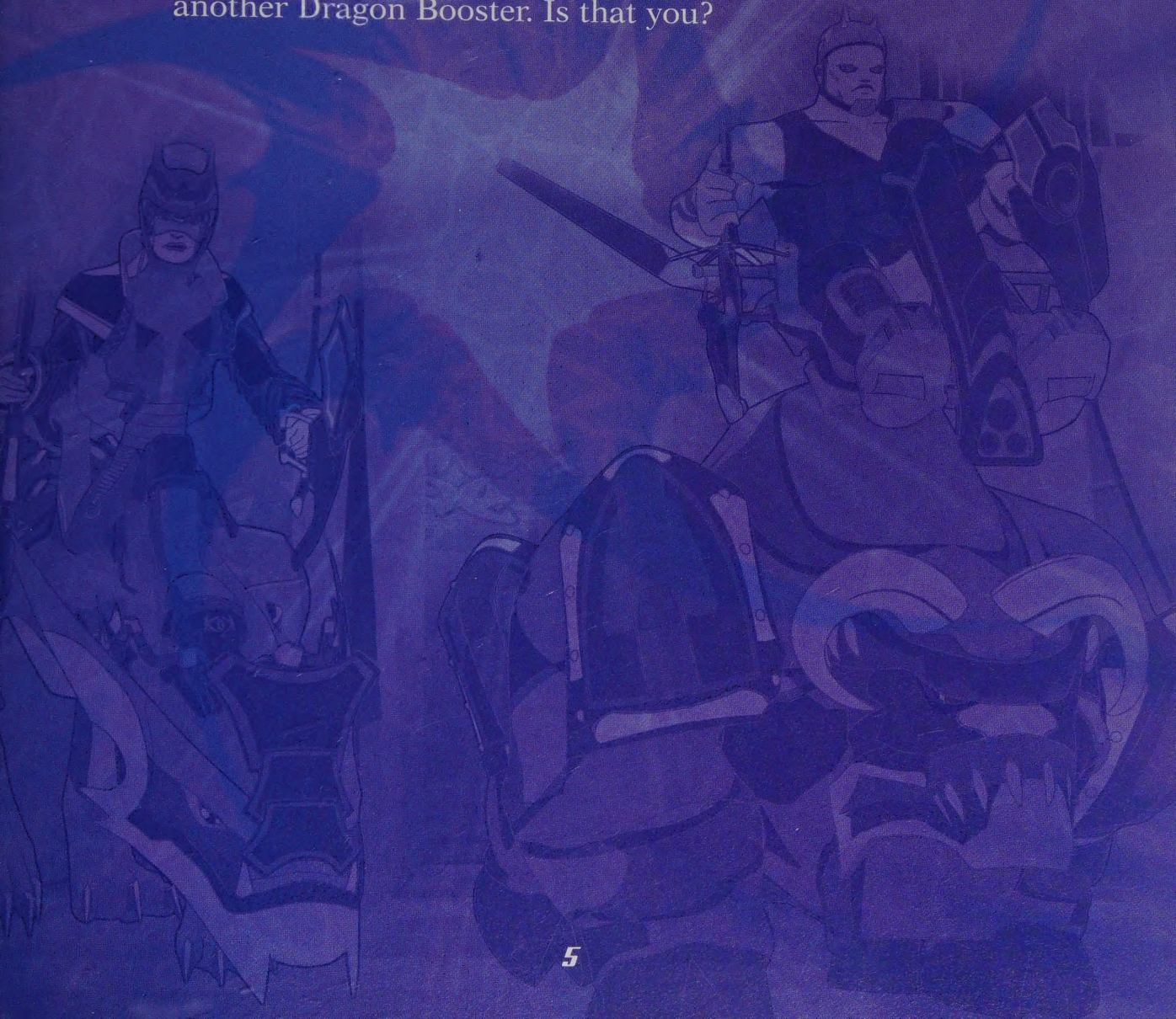
The dragons had star-shaped nubs of bone on their heads known as Bone-Marks. The Gold Star-Mark became the symbol of the incredible life force that united humans and dragons.

Then a few humans changed things . . . forever. Humans began breeding the original Gold Star Dragons into dragons of other colors and energies. *Red-draconium dragons* were known for their speed and passion. *Green-draconium dragons* were bred for strength and willpower. Other colors were associated with other traits. The gold remained the most powerful, because it was a true mix of human and dragon power. But eventually the Gold Star Dragons all but disappeared. Humans divided themselves into hostile empires based on the new dragon energies and colors. These empires were soon fighting with each other and on the brink of a planetwide war. But before that could happen, the dragons realized that the humans had abused their power. So the dragons rose up against their masters, starting a great dragon-human war.



It was during this terrible time that the legendary Beaucephalis (Beau, for short), the last remaining Gold Star Dragon, arose. This Gold Star Dragon did the unthinkable and chose a human as his master, to show that unity was still possible. And the human he chose became known as the Dragon Booster. Together, Beaucephalis and the Dragon Booster joined their life forces to return the changed dragons to their original golden state. The huge release of golden dragon power knocked the Bone-Marks off the dragons, but the marks could not be destroyed. Inside each differently colored mark was the trapped spirit of an ancient warrior dragon. When peace was restored, the secretive Dragon Priests scattered these Bone-Marks around the planet. They hoped to protect against a repeat of that terrible time.

Things were better for a short while. But all too soon, humans began once again to breed dragons for different colors and energies, this time mainly for sport—in the form of dragon racing. Humans had also found ways to refine the different colors of draconium, so that they could mine them for racing gear. They used this gear to control and enhance their dragons. Without the power of their ancient Bone-Marks, the dragons became slaves of the humans. Now the planet is headed for another dragon-human war and needs another Dragon Booster. Is that you?



Being the ***Dragon Booster*** is more than just being an ace dragon racer. It's a huge responsibility. Remember, knowledge is power, and you're going to need all the power you can get . . . to release the dragon and save the world!



TOP SECRET!

It's time to reveal the ancient language of the original dragon-human empire: Draconian. Use the key below to learn about this language. When you crack the code, you can discover pointers on getting your dragon ready to race.

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A B C D E F G H I J K L M

            
N O P Q R S T U V W X Y Z

WHO'S WHO IN DRAGON CITY

Give **ARTHA** a choice between playing vid games and dragon racing, and he'll pick vid games any day of the week. In fact, Artha and his best friend, Parmon Sean, hope to make tons of money with the vid game they are designing. Until that happens, Artha's stuck helping out around Penn Stables, his father's dragon-breeding and racing operation.

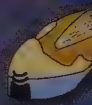
Sweeping up after a dragon is not Artha's idea of a good time. So he sometimes slacks off and pushes the work onto his troublesome younger brother, Lance—much to their father's dismay. But Artha is smart and responsible. And even though Lance drives him crazy, Artha appreciates

the importance of family. He works hard to make his father proud, and he takes his role as older brother seriously. Even so, nothing could have prepared him for the moment when Beau chose him for his rider. As if being a teenager weren't bad enough, being chosen as Beau's Dragon Booster has completely turned Artha's life upside down!

ARTHA PENN



Full Name: **ARTHA TANNIS PENN**
Stats: 5'8", 145 LBS, RIGHT-HANDED
Age: 16
Primary Draconium Influence: **GOLD**
Secondary Draconium Influences: **WHITE, RED, GREEN**
Skills: **MARTIAL ARTS, VID GAMES, LEADERSHIP**
Dragon: **BEAU**





Dragon lore teaches us that the Gold Star Dragon of Legend and his **DRAGON BOOSTER** will

once again restore balance and harmony to sacred dragon-human relationships throughout the world. Sounds pretty drac, right? Not to Artha Penn. His new secret identity as a mythical hero really throws him for a loop. First of all, Artha has a hard time figuring out exactly what his special dragon-

boosting powers are supposed to be. He's a kid, like you, and can't get it exactly right all the

time. Being the Dragon Booster is more than just being a hero; it's about trusting in what you know and really making an effort. Then there's the problem of controlling Beau, who can be quite a handful (even dragons have attitudes, you know). But every once in a while, the Dragon Booster relaxes enough to let go, or does something because he believes he can and because it's the right thing to do. When that happens, he can release his inner energy, and it's at those moments that he and Beau unite their inner powers and that the Dragon Booster shows glimpses of his true potential. It's also at those moments that Artha must learn to control his power so that he and Beau can do whatever it is that destiny has planned for them.



CONNOR PENN is Artha's and Lance's dad. He raised the boys by himself, hoping to give them the stability and love he himself missed out on growing up. Orphaned as a young boy, Connor was taken in by the secret order of Dragon Priests. They raised him on dragon lore and on the *Magna Draconis*, the ultrasecret "Book of the Dragon." And they taught him to respect the relationship between humans and dragons. When he got older, Connor became an Elite Class racer and then retired and opened the prestigious Penn Stables. Remembering what he learned from the Dragon Priests, Connor bred the Gold Star Dragon of Legend back into existence, in order to help prevent the next dragon-human war.

CONNOR PENN



Full Name: **CONNOR JACKSON PENN**
 Stats: 5'11", 200 LBS, LEFT-HANDED
 Age: 47
 Primary Draconium Influence: **BROWN**
 Secondary Draconium Influences: **GREEN, BLUE, GOLD**
 Skills: **DRAGON-BREEDING, COACHING RACERS, LECTURING**
 Dragon: **NONE**



LANCE PENN



Full Name: **LANCE HATED PENN**
 Stats: 5'2", 65 LBS, RIGHT-HANDED
 Age: 10
 Primary Draconium Influence: **BLUE**
 Secondary Draconium Influences: **WHITE, LIGHT GREEN, ORANGE**
 Skills: **ACROBATICS**
 Dragon: **FRACSHUN**



Artha's little brother is pretty hyper.

LANCE PENN has got so much energy and so many ideas that he's almost always in motion. As a result, he usually leaps before he looks, sometimes getting himself and everybody else into trouble. And it's usually Artha who ends up bailing him out. But even though Lance sometimes gets annoyed with his protective older brother, deep down he's glad Artha's around.

You can always count on Lance to tell you exactly how he feels and what he thinks. And every once in a while, his impulsive pranks and spontaneous thoughts lead Artha or Parmon to new discoveries. Though he's only ten years old, Lance is an important part of Artha's newly formed racing crew.

PARMON SEAN



Full Name: PARMON SEAN
Stats: 5'10", 165 LBS, RIGHT-HANDED
Age: 17
Primary Draconium Influence: GREEN
Secondary Draconium Influences: PURPLE, GRAY, BROWN
Skills: INVENTING
Dragon: CYRANO



PARMON SEAN is Artha's best friend and one of the few who knows Artha's secret identity. Parm is the voice of reason for his dragon-racing friend. He tries to get Artha to challenge himself and do what's right, even when it's not easy. Parm is an inventing genius, but a little awkward. Part of it is that his mind works at lighting speed, and his mouth can't keep up. Words tumble out so fast and furiously that it's hard for others to follow. What's more, Parm always tries to think two, three, even four steps ahead. So he sometimes has trouble seeing what's right in front of him. Nevertheless, Parm is a loyal and true friend and does his best to help Artha become the Dragon Booster.

KITT WONN is a sixteen-year-old street-racing sensation. She's also got the moves and guts to make it to the top level of competition—and she's not afraid to admit it . . . to anyone! For some reason, she likes hanging out with Artha, Parmon, and Lance. Maybe she figures her experience can help them on the racing circuit. After all, she knows as much as, if not more than, most racers. She can really help Artha develop his racing skills. But there's something else driving Kitt. It's a feeling that there's more to Artha and Beau than meets the eye. Kitt uses her street smarts as a force, protecting her new friends. And more than that, she's willing to put her own racing ambitions on hold, in order to be a part of something larger.

KITT WONN



Full Name: KITT RAADA WONN
Stats: 5'6", 115 LBS, RIGHT-HANDED
Age: 16
Primary Draconium Influence: RED
Secondary Draconium Influences: PURPLE, LIGHT BLUE
Skills: RACING
Dragon: WYLD FYR



MOORDRYD PAYNN



Full Name: **MOORDRYD DRAKKUS PAYNN**
Stats: 5'10", 175 LBS, RIGHT-HANDED
Age: 16
Primary Draconium Influence: **BLACK**
Secondary Draconium Influences: **RED, PURPLE, TURQUOISE**
Skills: **MARTIAL ARTS, LEADERSHIP**
Dragon: **DECEPUSHUN**



WORD PAYNN is Moordryd's father and the head of Paynn Industries. His business makes the highly valued gear that racers use to control and enhance their dragons. But Word's ambitions reach far beyond the world of racing. Like Connor Penn, he was raised by the secret Dragon Priesthood. But unlike Connor, Word has dedicated himself to a darker future for the world. Word intends to capture the Gold Star Dragon of Legend and his Dragon Booster to prevent them from stopping the next dragon-human war. Once that war begins, Word intends to use his enormous wealth and power to stop it and emerge as the master of dragons and humans alike.

MOORDRYD PAYNN is, as his last name suggests, a real pain. He heads up the Dragon Eye crew, a racing team known for its intimidating style and dishonest tactics. Moordryd really likes bullying and teasing others, but he can't take it when the tables are turned. When that happens, Moordryd reveals his truly nasty side. What most people don't know is that Moordryd is not really a bad kid—it's just that he will do anything to gain his father's approval. And that makes Moordryd singularly focused on one goal: doing whatever it takes to capture Beau and the Dragon Booster.

WORD PAYNN

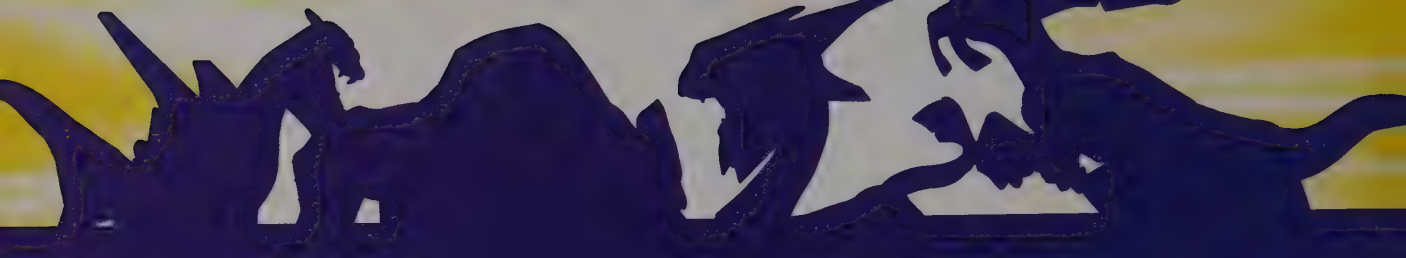


Full Name: **WORD PAYNN**
Stats: 6'3", 190 LBS, LEFT-HANDED
Age: 50
Primary Draconium Influence: **BLACK**
Secondary Draconium Influences: **PURPLE, RED**
Skills: **MANIPULATION, DECEPTION, PLOTTING A DRAGON-HUMAN WAR**
Dragon: **ABANDONN**

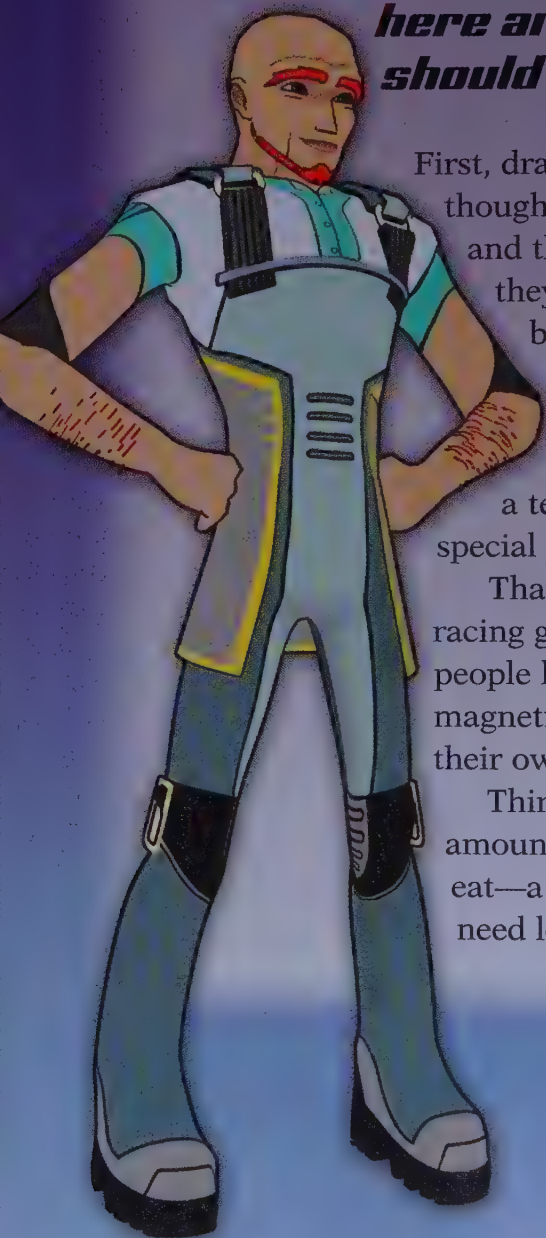




MORTIS is one of the last of the ancient Dragon Priests. The Dragon Priesthood was created thousands of years ago in the wake of the first dragon-human war. The Dragon Priests became the guardians of the Legend of the Gold Star Dragon and his Dragon Booster. Over generations, they survived in secrecy while their numbers dwindled. Mortis understands that a dragon-human war lurks in the not-too-distant future. He also knows that there is someone who would like to see the world collapse in ruins rather than stop such a war (Word Paynn). Mortis is Artha's tutor and provides him with counsel, training, and even the ancient armor of the Dragon Booster of Legend. As important as his job is, the Dragon Priest realizes that there is a limit to what he can do. Only Artha can learn how to release the inner dragon that will empower him to save the world.



***Before you meet some of the dragons,
here are a few things that you
should probably know about them:***



First, dragons are smart, as smart as you and me. Even though they can't speak to us, they can communicate, and they talk to each other. They learn, they play, and they have feelings. They deserve our respect and to be treated the same way we want to be treated.

Second, dragons are strong and fast—far stronger and faster than you or me. Now you see why a dragon-human war would be such a terrible thing. Dragons get their strength and special powers from the draconium in their bones.

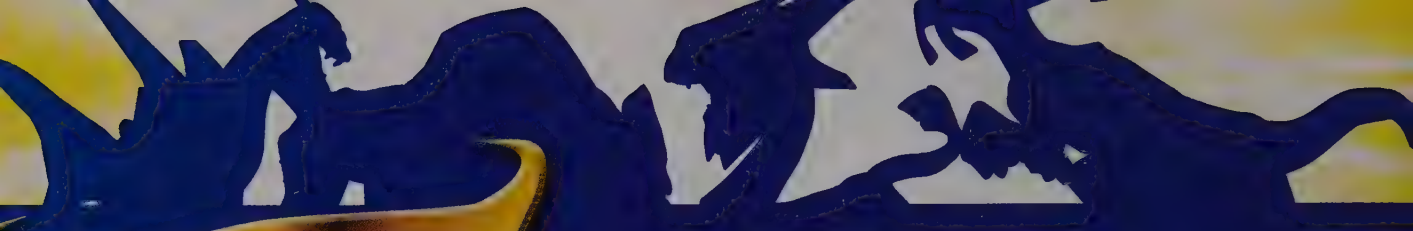
That draconium helps them magnetically attract racing gear and riders to their bodies. Just as some people like certain kinds of music or vid games, dragons magnetize only certain colors of gear, depending on their own colors.

Third, dragons are powerhouses. They burn up huge amounts of energy when they're racing. So they need to eat—a lot—in order to keep themselves going, and they need lots of rest in order to recharge their strength.

BEAU is the Gold Star Dragon of Legend, but you'd never know it by looking at him. Beau would rather be scarfing down candy bars than doing just about anything else—except maybe hanging out with Artha. Beau was born at Penn Stables, and he and Artha pretty much grew up together. They are both teenagers. Though they played when they were younger, Artha's interest in dragons lessened as he got older. Artha became more interested in vid games than in Beau. It took Beau's choosing Artha as his rider to bring them back together. When he joins forces with his Dragon Booster, Beau is able to release his amazing powers, and when that happens, there is no mistaking Beau for anything but the Gold Star Dragon of Legend.

But there are people out there who want to get their hands on Beau. Moordryd Paynn and his Dragon Eye crew will stop at nothing to capture Beau for Word Paynn. Artha and his friends realize it's not safe for them to remain at Penn Stables. But they also know they can't easily disguise the famed Gold Star Dragon of Legend. Beau takes care of that for them by amazingly changing his colors. As an ordinary red-and-blue racing dragon, Beau joins other dragons on the All-City racing circuit. At the start, Artha's not a very good racer, and even Beau has a hard time adjusting. But they both get better with practice . . . and a little help from Parmon, Kitt, and Lance.





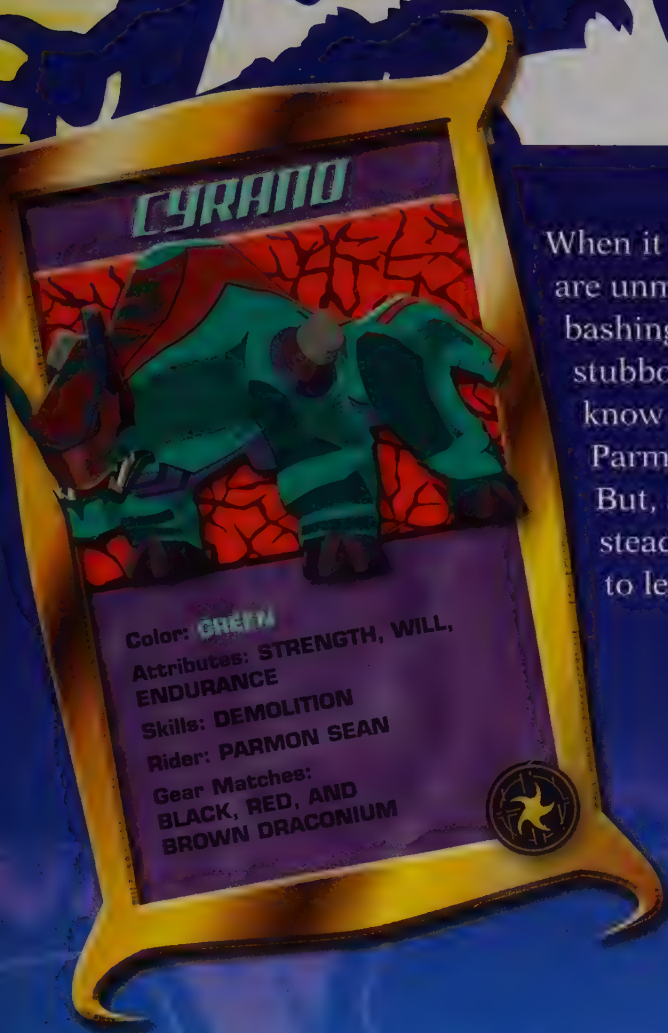
Black dragons are known for being incredibly smart and difficult to control. You sometimes have to use extra black control gear to keep them in check. And even when you do, there's never any guarantee the dragon will obey. True to form, **DECEPSHUN** has a mind of her own and will sometimes make moves against Moordryd's wishes. Decepshun is fast, strong, and agile—but it's her mind that gives her an edge over the other dragons. Beware: Decepshun is as dangerous as Moordryd.

Color: BLACK
Attributes: SPEED, INTELLIGENCE, POWER
Skills: MARTIAL ARTS, PSI
Rider: MOORDRYD
Gear Matches: RED, GREEN, GRAY, PURPLE, ORANGE, AND LIGHT BLUE DRACONIUM

Kitt's dragon, like Kitt herself, is quick, agile, and disciplined. While **WYLOFYR** can be a little temperamental, she'll also be the first to help another dragon or even a human in need. Red dragons in general make great partners and are fiercely loyal. Wyldfyre is no exception.



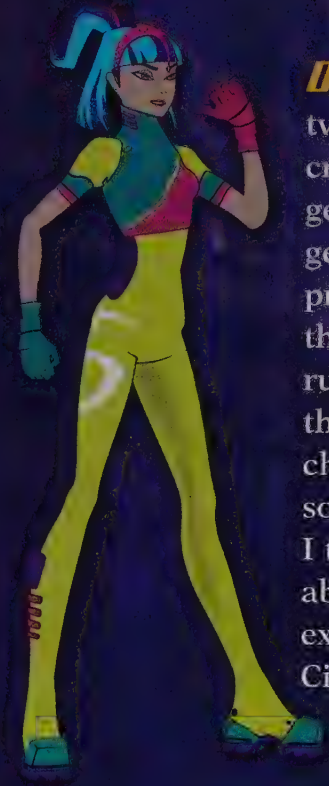
Color: RED
Attributes: SPEED, INTENSITY, FLEXIBILITY
Skills: SPRINTING
Rider: KITT WONN
Gear Matches: GREEN, LIGHT GREEN, GRAY, LIGHT BLUE, TURQUOISE, AND WHITE DRACONIUM



When it comes to strength, green dragons are unmatched. They're great at moving and bashing things. They can also be a little bit stubborn, especially when they think they know more than you . . . sort of like Parmon, who can be very stubborn. But, also like Parmon, **CYRANO** is steadfast and loyal. He's always there to lend a hand—or a claw.

FRACSHUN, like all blue dragons, is quite acrobatic and can execute all kinds of precision moves on the track. Blue dragons are also known for being steadying influences on their riders. And Lance can certainly use all the steadying he can get. But even though Frakshun can be a good influence, he still needs some guidance at times, just like Lance. Together they make a good team.





DRAGON CITY is home to many racing crews and twelve dangerous Down City crews. These street crews have all got a lot of attitude. And a lot of cool gear. Of course, there's more to racing than just gear, right? I mean, look at me. Anyway, they're all pretty good at different kinds of competitions, like the Lava Course or Dragball. Most of us play by the rules, but it's hard. There are a few crews out there that will do anything to win. That means they cheat. And sometimes things get out of hand, and someone—or some dragon—gets hurt. In any event, I think it's a good idea for you to learn a little bit about the different crews so you know what to expect out there. See ya on the racetracks of Dragon City. And remember, I'm looking out for you!

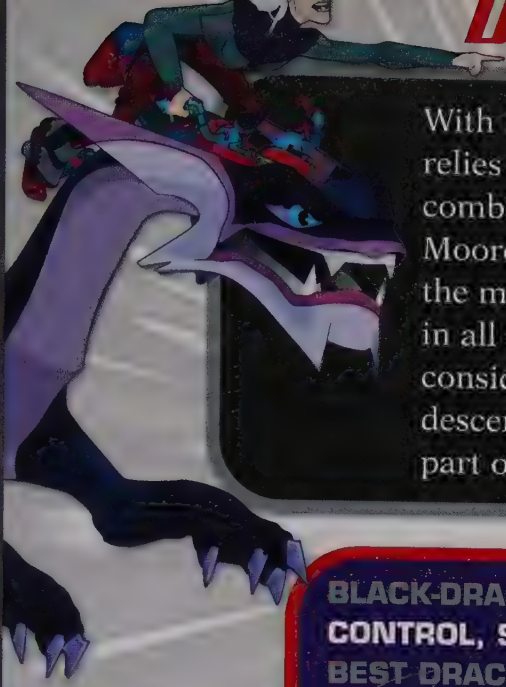
PENN RACING CREW



Even though Penn Racing Crew is the most famous breeding stable in all of Dragon City, its new racing crew has only four members: Artha Penn, Lance Penn, Parmon Sean, and Kitt Wonn. When Artha first starts racing Beau, the team doesn't do so well. But with a little patience and practice, things begin to improve. What makes this crew different from all the others is that each of the racers rides a different-color dragon.

GOLD-DRACONIUM GEAR TYPES:
MAGICAL ARMOR OF THE DRAGON BOOSTER
BEST DRACONIUM GEAR MATCHES:
GOLD DRAGON ACCEPTS ALL GEAR COLORS
BEST COMPETITION: ALL

DRAGON EYE CREW



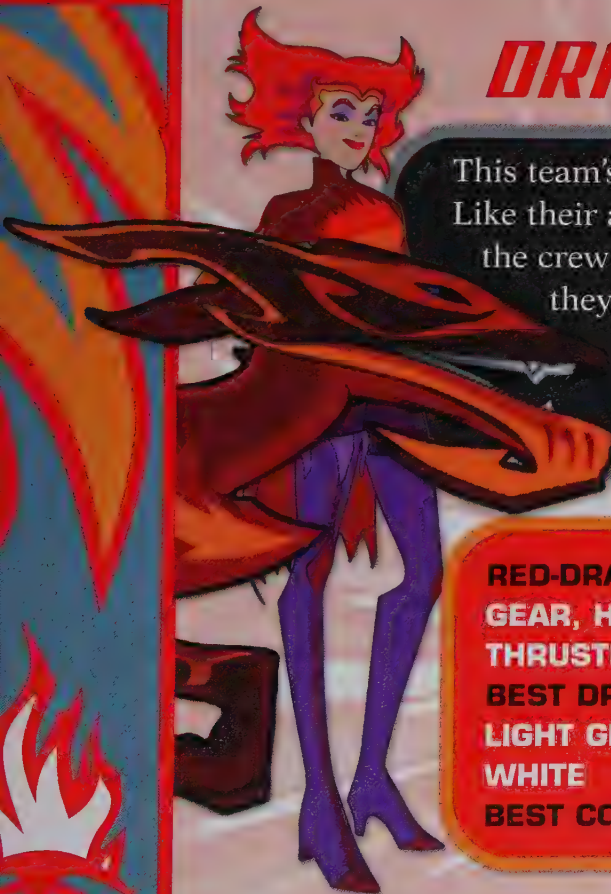
With Moordryd Paynn in charge, this crew relies on fear and intimidation to win. The combination of black Psi-class dragons and Moordryd's sinister nature makes it one of the most powerful and feared racing crews in all of Dragon City. That's no wonder, considering that the crew is composed of descendants of the Black Draconium Empire, part of the first dragon-human war.

BLACK-DRACONIUM GEAR TYPES: PSI-ASSIST, CONTROL, SHADOW, ATTACK

BEST DRACONIUM GEAR MATCHES: RED, GREEN, GRAY, PURPLE, ORANGE, LIGHT BLUE

BEST COMPETITION: SHADOW RACE

DRAGON FLARES CREW



This team's red Magma-class dragons love to race. Like their ancestors in the Red Draconium Empire, the crew members race fairly and honorably. Unless they are crossed, that is. Then their leader, Pyrrah, and the rest of the crew reveal a fiery and unpredictable side that can be formidable.

RED-DRACONIUM GEAR TYPES: SIDE-VENTING GEAR, HEAT-ARMOR-AND-DEFLECTING, THRUSTING, REPAIR

BEST DRACONIUM GEAR MATCHES: GREEN, LIGHT GREEN, GRAY, LIGHT BLUE, TURQUOISE, WHITE

BEST COMPETITION: LAVA COURSE

GRIP OF THE DRAGON CREW



Led by the mighty Phistus, this crew believes that strength rules, and has the green Bull-class dragons to back that up! However, for all their talk about pure power, this crew also believes in using that strength wisely. This makes its members great and true allies. They were part of the powerful Green Draconium Empire during the first dragon-human war. That empire was one of the dragon-human alliances that tried to stop the war.

GREEN-DRACONIUM GEAR TYPES:
TRAPPING, RAMMING, SUBDUING
BEST DRACONIUM GEAR MATCHES:
BLACK, RED, BROWN
BEST COMPETITION: JOUSTING

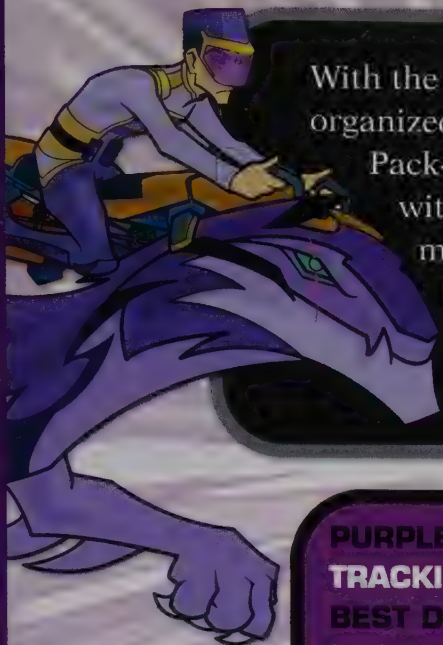
THE INNER ORDER CREW



This crew's blue Energy-class dragons and members are well trained and dangerously precise, making the Inner Order crew one of the most respected in Dragon City. Khatah's leadership has also helped make the crew one of the most honest. Descended from members of the noble Blue Draconium Empire, those in the Inner Order see maintaining peace as their responsibility.

BLUE-DRACONIUM GEAR TYPES:
SPEED, BALANCE, TURNING
BEST DRACONIUM GEAR MATCHES: PURPLE,
BROWN, GRAY, LIGHT GREEN, WHITE
BEST COMPETITION: HORN OF LIBRIS RACE

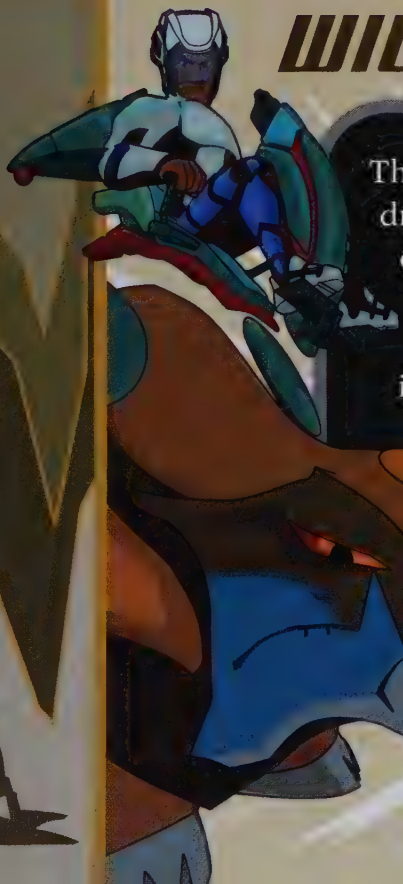
ARMY OF THE DRAGON CREW



With the disciplined Wulph in charge, this organized bounty-hunting crew uses its purple Pack-class dragons to overwhelm opponents with its greater numbers and almost military precision. Like the Purple Draconium Empire years ago, this crew is rather untrustworthy. It can often be bought for the right price.

PURPLE-DRACONIUM GEAR TYPES: TANDEM, TRACKING, TRAPPING, PENNING, DECEPTION
BEST DRACONIUM GEAR MATCHES: BLACK, RED, GREEN, LIGHT GREEN, GRAY, TURQUOISE
BEST COMPETITION: TANDEM HUNT

WILL OF THE DRAGON CREW



This crew's lumbering and gigantic brown Earth-class dragons move slowly and steadily against their opponents. They're very hard to anger but once they are angry, they're hard to stop. Under the thoughtful and steady leadership of Kawake, its noble chief, this crew strives to do the right thing, much as its ancestors did in the Brown Draconium Empire.

BROWN-DRACONIUM GEAR TYPES: ALL-TERRAIN, ENTRENCHING, BASHING
BEST DRACONIUM GEAR MATCHES: GREEN, BLUE, LIGHT GREEN
BEST COMPETITION: DRAGBALL

THE PROPHETS CREW



Reepyr and the Prophets crew do things a little differently from the other crews: they serve their vengeful and highly intelligent orange Control-class dragons, instead of the other way around. The crew members—and their dragons—believe that dragons should rule humans. So they do everything they can to sabotage the human world and to quicken the start of a new dragon-human war.

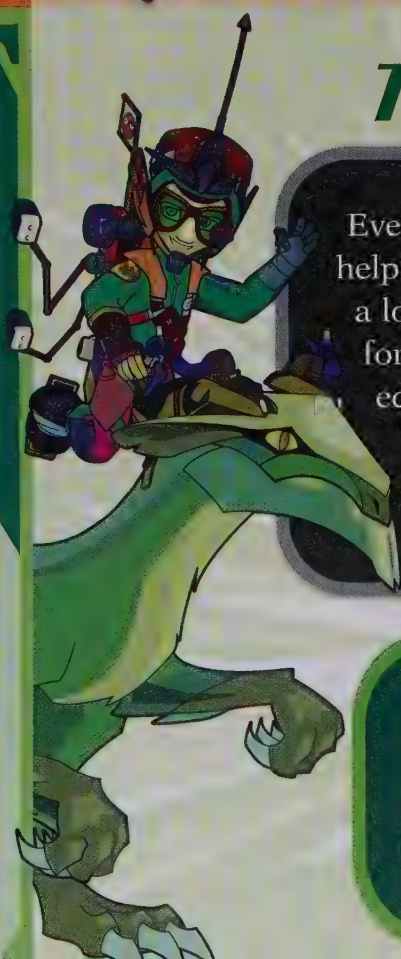
ORANGE-DRACONIUM GEAR TYPES:

FORCING, SABOTAGE, CHAFFING

BEST DRACONIUM GEAR MATCHES: BLACK, RED, PURPLE, LIGHT GREEN, LIGHT BLUE, GRAY, TURQUOISE

BEST COMPETITION: TRACK OF DOOM

THE KEEPERS CREW



Ever since the First Dragon-Human War, the highly helpful and inventive Keepers crew has maintained a low profile. Back then the crew members were forced by stronger crews to give them a technological edge. Today, under Steward's guidance, they use their stealthy, light green Scavenger-class dragons and adaptive gear to give the Dragon Booster all the help they can.

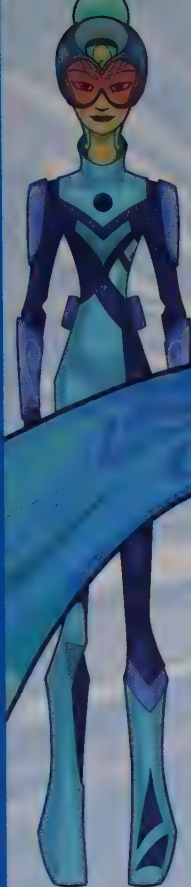
LIGHT GREEN-DRACONIUM GEAR TYPES:

SILENCING, ESCAPE, DEFLECTION, DEACTIVATION

BEST DRACONIUM GEAR MATCHES: GREEN, BLUE, BROWN, GRAY

BEST COMPETITION: QUINTATHLON

THE DRAGON FISH CREW



Marianis and her slippery Nautilus-class dragons are hard to pin down. They're quick, and their gear is some of the most dangerous in Dragon City. But they also flip-flop between attack and defense maneuvers so much that you never quite know whose side they're on—much like the Light Blue Draconium Empire of old.

LIGHT BLUE-DRACONIUM GEAR TYPES:

COOLING, WATER, TRACTION, STUNNING

BEST DRACONIUM GEAR MATCHES: BLACK, RED, PURPLE, ORANGE, LIGHT GREEN, GRAY, WHITE, TURQUOISE

BEST COMPETITION: ALL-TERRAIN

THE DRAGON WINDS CREW



Chute and her crew are famous for letting their gravity-defying Sky-class dragons soar higher, faster, and farther than anybody else. Usually it seems that all they want to do is have fun. But try to stay out of their way, because while this crew is known for its adventurous stunts, it's also known for its recklessness.

WHITE-DRACONIUM GEAR TYPES: AERO, STABILIZING, RAPPELING

BEST DRACONIUM GEAR MATCHES: RED, BLUE, ORANGE, LIGHT BLUE, GRAY

BEST COMPETITION: EXTREME DRAGON

THE MECHANISTS CREW



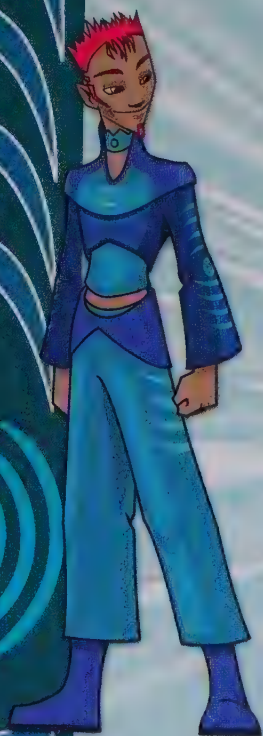
This is the only nonracing crew in all of Dragon City. Rivitt and the Mechanists instead mine for rare and powerful gray draconium with which to create gear packs that racers use to enhance rider and dragon energy. Like their ancestors before them, the Mechanists don't take sides or play favorites. For them, it's all about the draconium.

GRAY-DRACONIUM GEAR TYPES:

POWER-ASSIST

**BEST DRACONIUM GEAR MATCHES: GRAY
DRACONIUM FUSES WITH ALL OTHER COLORS
BEST COMPETITION: NONE**

THE VOICE OF THE DRAGON CREW



Vociferous and his crew specialize in "talking the talk." Their turquoise Sonic-class dragons are smart. The crew is persuasive and smooth, and it's not afraid to put pressure on its opponents when necessary. The crew's members are descended directly from the people of the Turquoise Draconium Empire, which helped negotiate an alliance that became the main opposition to the Black Draconium Empire during the ancient Dragon-Human War.

TURQUOISE-DRACONIUM GEAR TYPES:

AMPLIFYING, BLINDING, SONAR

**BEST DRACONIUM GEAR MATCHES: BLACK,
GREEN, PURPLE, GRAY**

BEST COMPETITION: SHADOW RACE

So this is **DRAGON CITY**. What do you think? Pretty impressive, right? Well, there's so much I could tell you about this place that I don't even know where to begin. First, did you know that Dragon City is twenty miles tall? It's true. It's got six different levels: Sun City, Mid City, Work Town, Precinct, Shadowtown, and Down City. Well, actually, there are seven, if you count the Old City. But only six are inhabited. You see, the city was built over the Old City three thousand years ago. Humans began to build up the city layer after layer, history after history . . . you get the picture. I mean, technically you don't, but, wait, I can show you. If I can just adapt one of my vid viewers with a long-range transmission sequencer, rescrumble the output containment chip to read for depth, and . . . oh, sorry. It's not going to work. You'll have to take my word for it. Well, enjoy your tour of Dragon City. I've got some work to do!



SUN CITY

Sun City is the ultramodern top level of Dragon City. It's called Sun City because it's the only part of Dragon City that gets any direct sunlight. You'll find all of Dragon City's businesses and government there. You'll also find hundreds of miles of Elite Class racetracks weaving their way between the towers and buildings. Imagine the excitement of racing your dragon through the heart of the most amazing city you've ever seen! Needless to say, one wrong move and you could find yourself jumping the track and tumbling miles straight down. That is, if you don't smack into a cross street, bridge, or ramp first.



MID CITY

Mid City is a five-mile-deep wedge of apartment buildings and houses directly beneath Sun City. This is where most of Dragon City's citizens live. Mid City isn't as new as Sun City, but it's still a pretty decent place. You'll find lots of smaller communities, as well as the small businesses that serve them. You'll also find Penn Stables Crew and the All-City racing circuit here. The racing circuit is where all of the teenage dragon-racer wannabes hang out and practice. And since things can be a little tight in Mid City, it's not unusual to find dragons zipping through malls, side streets, and alleys as they race.



WORK TOWN

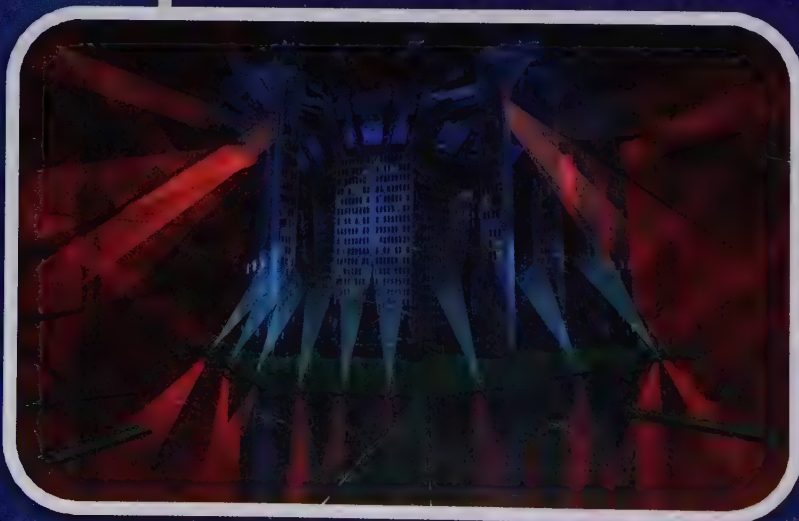
Work Town is practically wall-to-wall factories, many of which produce draconium racing gear. It's also a very dark place. The only light comes from the fires of industry that burn all the time. There's not much else to do in Work Town except work. There's not even any racing there. It's a place where people come from below to make things for the people above.



PRECINCT

Precinct is the heart of Dragon City's law enforcement and security operations. Though only one mile deep, Precinct's influence is felt for hundred of miles in every direction. Built within a central core of walls and fences, Precinct really looks like a giant spider. Long,

winding tunnels reach out from its center. They allow Dragon City security forces to move easily between the city, the jails, and distant outposts.



SHADOWTOWN

Shadowtown's massive, magma-fired electric power plants provide all of Dragon City's nondraconium energy. These generators are very old—nearly 1,500 years old, in fact. But they still run perfectly, thanks to the tireless work of the engineers who live in Shadowtown. Though rarely—if ever—seen, these people toil around the clock in almost total darkness to make sure the machines run smoothly.



DOWN CITY

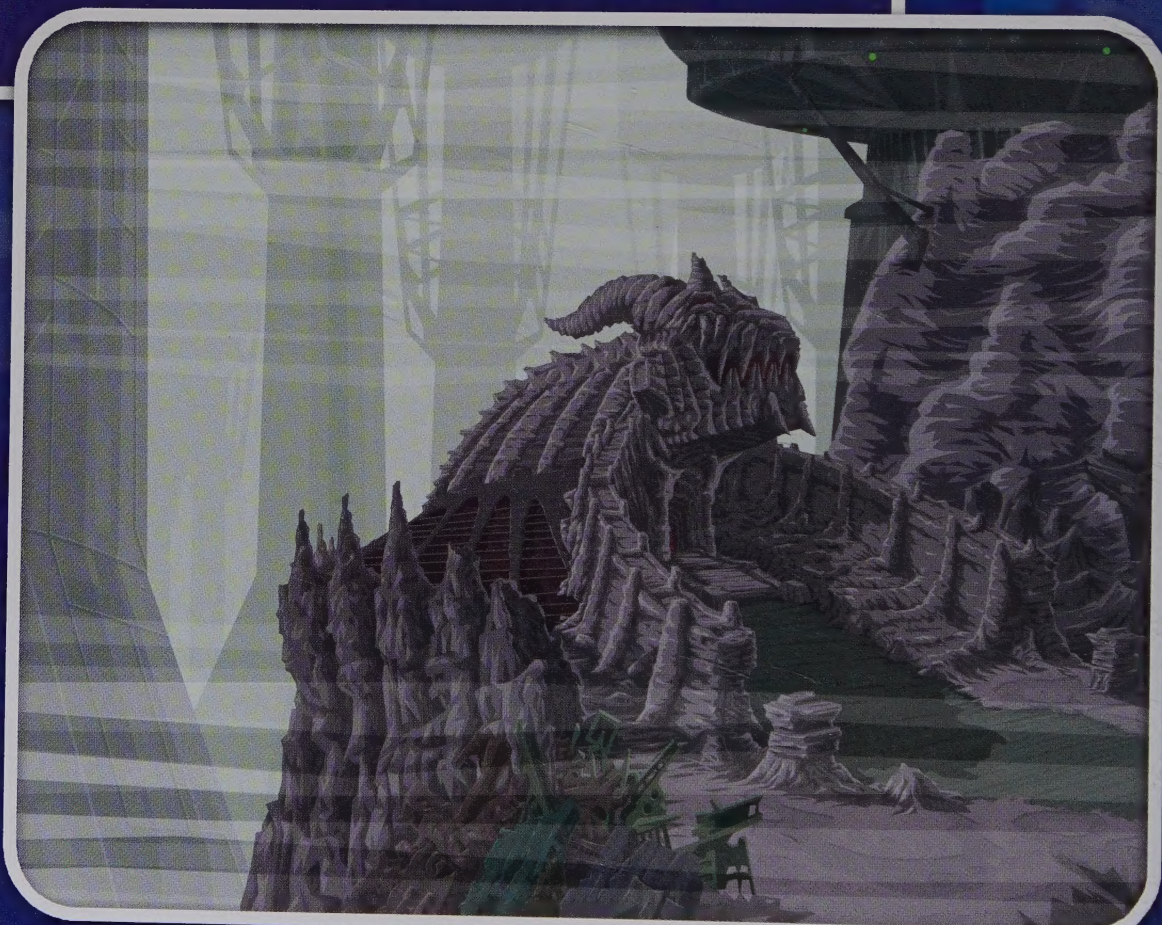
Down City was built right on top of the ancient temples of Dragon City's magical but war-torn past. None of the people who live there now know this, but they should. After all, the Down City Crews are the remnants of the original dragon empires that started the first dragon-human war.

But all of that history has been forgotten. Instead, the folks who live there spend their days scratching out a living in places like Squire's End (not a place to get lost!). That, and trying to stay clear of the constant fights among the Down City crews that rock the three-mile-deep city.



OLD CITY

Here, in the bottom four miles of Dragon City, you'll find the vast network of dragon temples where dragons and humans once lived and worked side by side. You'll also find the remains of the gold-draconium-powered technology that once unified the planet. Only a handful of people dare to live down there among the dangerous temple ruins, hidden creatures, and terribly destructive Bone-Marks from years gone by. The place is also home to Mortis, the Dragon Priest who mentors Artha in his new role as the Dragon Booster.



Dragon Booster



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